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Subject: idlgrtext fixed-width font

Posted by [George Millward](#) on Wed, 22 Dec 2010 18:55:42 GMT

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Hi there,

I have an object graphics window where I am displaying text using idlgrtext objects.

I'm using the default Helvetica 12 font for this.

The text strings constantly change (one, for instance writes the UT of the current image)

- and are very 'jumpy' as they change - presumably because the various characters in Helvetica 12 are not fixed-width.

Does anyone know a fixed-width font I can use to sort this out - or is there another solution ?

At present, if build an animation - all of the text just jumps around.

Thanks

George.

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